



## A Composer's Guide to Game Music (MIT Press)

By Winifred Phillips

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**Winner of the Global Music Award Gold Medal for an exceptional book in the field of music · Winner of the National Indie Excellence Book Award · Winner of the Nonfiction Book Award (Gold Winner) · Winner of the Annual Game Music Award (Best Publication)**

Music in video games is often a sophisticated, complex composition that serves to engage the player, set the pace of play, and aid interactivity. Composers of video game music must master an array of specialized skills not taught in the conservatory, including the creation of linear loops, music chunks for horizontal resequencing, and compositional fragments for use within a generative framework. In *A Composer's Guide to Game Music*, Winifred Phillips -- herself an award-winning composer of video game music -- provides a comprehensive, practical guide that leads an aspiring video game composer from acquiring the necessary creative skills to understanding the function of music in games to finding work in the field. Musicians and composers may be drawn to game music composition because the game industry is a multibillion-dollar, employment-generating economic powerhouse, but, Phillips writes, the most important qualification for a musician who wants to become a game music composer is a love of video games. Phillips offers detailed coverage of essential topics, including musicianship and composition experience; immersion; musical themes; music and game genres; workflow; working with a development team; linear music; interactive music, both rendered and generative; audio technology, from mixers and preamps to software; and running a business. *A Composer's Guide to Game Music* offers indispensable guidance for musicians and composers who want to deploy their creativity in a dynamic and growing industry, protect their musical identities while working in a highly technical field, and create great music within the constraints of a new medium.

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## A Composer's Guide to Game Music (MIT Press) By Winifred Phillips Bibliography

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### Editorial Review

#### Review

Phillips provides an excellent introductory look at a complex and evolving artistic field. This is not a music and computer science (CS) degree in 270 pages, but a conversation with a friend who quite logically lays out the field... Anyone connected with gaming will enjoy the result.

*(Computing Reviews)*

Already an acclaimed book, Phillips' hands-on insights and advice make this one a keeper.

*(Music Connection Magazine)*

You won't find a more comprehensive guide... this book is a welcome delight.

*(Robert Workman, Retro Videogame Magazine)*

*A Composer's Guide to Game Music*, Phillips's 2014 book, offers a level-headed worker's tour of a fantasy-fueled world... Phillips thoroughly covers why music matters... and she calmly guides the reader through new and old world compositional problems...(Phillips's book) simply aims to be transparent and generous, and to offer a sensible, clear, and methodically minded explanation of how work happens in an illusory world.

*(The Los Angeles Review of Books)*

Winifred Phillips's passion and understanding of this medium comes to life on the page and is a direct result of her vast experience and accomplishment in composing for video games. This is not just compulsory bedside reading for budding games composers, but a fine achievement in itself. Bravo!

**(Harry Gregson-Williams**, Composer of *Shrek*, *Narnia*, *Kingdom of Heaven*, and the *Metal Gear Solid* series)

An important, deep, and rare exploration of video game music by one of the medium's smartest and most talented voices. You may not know the name Winifred Phillips but if you play games, you absolutely know - and love -- her creations!

**(David Jaffe**, Director of *God of War* and the *Twisted Metal* series)

When I began writing for games over 20 years ago, I wish there had been a book like this to guide me through the process, art, and business of scoring for games. Winifred Phillips's book is an excellent combination of practical techniques along with the human touch of a game composer's real-life experiences.

(**Michael Sweet**, Artistic Director, Video Game Scoring, Berklee College of Music)

This book accurately illustrates the video game composer's task, which is to create music that perfectly complements an existing artistic vision. While the video game industry has its unique set of processes, for the aspiring composer, musicianship is the key to success. In the same manner, Winifred Phillips has excelled in this genre thanks to her musical talent.

(**Didier Lord**, Head of Music, Ubisoft)

Although the text on the inside of the book's dust jacket explains that *A Composer's Guide To Game Music* offers "indispensable guidance for musicians and composers", Phillips' book deserves a wider audience. Even with no formal music training and no real interest in video gaming, I found that there is much to enjoy. The content is well-balanced so that those who have an interest in composing music for video games and people who have a more general interest in the use of music in games, film and television can learn a lot from this book.

(*Reel Music*)

*A Composer's Guide To Game Music* is partly educational and partly inspirational...a great introduction to this specialist art.

(*Sound on Sound*)

An excellent guide for a musician or composer...this is a very insightful and engaging book and a very solid read especially for aspiring composers looking to break into the industry.

(*NY Film Music Examiner*)

The core of the book is a set of chapters that delve into the actual craft of writing game music in a way that few, if any, other books have ever done... tremendously valuable to composers.

(*Tracksounds*)

*A Composers Guide to Game Music* is hands down a must have for everyone interested in game music.

(*The Audio Spotlight*)

Between the real life experiences and the step-by-step walkthroughs of how certain things work, this is essential material for budding musicians looking for their first big break -- or perhaps veterans looking for fresh inspiration.

(*Push Square*)

Phillips does not simply set out to address how to be a video game composer. Her intent is that her readers will understand what it means to actually create and compose... *A Composer's Guide to Game Music* is set to

become a touchstone academic achievement.

*(Film Score Monthly)*

A beautifully organized, intelligently written book about music for games... Gamers as well as composers may be fascinated by her thorough analysis of what music works, and why, in various game genres... The challenges unique to game composers are discussed at length.

*(The Film Music Society)*

I devoured the inside information... I have been inspired and informed a great deal... I will be returning to this guide frequently and keeping it close to my workstation to give me a point of reference when in need.

*(Game Music Online)*

Award-winning game composer Winifred Phillips has written the definitive book on scoring for video games. *A Composer's Guide to Game Music* has been published by The MIT Press and is a thoroughly comprehensive guidebook to the concept, practice, art, and technology of providing music for this growing cinematic medium.

*(BuySoundtrax)*

(Phillips) may be one of the most dedicated and articulate composers working today, and her latest work -- a book-length intro guide to the highly specialized craft of game music -- is a meticulously written tome in which every stage of her craft is contextualized with historical, philosophical, and personal examples...  
Rating: Excellent.

*(KQEK)*

*A Composer's Guide to Game Music*, Phillips's 2014 book, offers a level-headed worker's tour of a fantasy-fueled world... Phillips thoroughly covers why music matters... and she calmly guides the reader through new and old world compositional problems...(Phillips's book) simply aims to be transparent and generous, and to offer a sensible, clear, and methodically minded explanation of how work happens in an illusory world.

*(Los Angeles Review of Books)*

About the Author

Winifred Phillips is an award-winning game composer. Some of her video game credits include *Assassin's Creed Liberation*, *Total War Battles: KINGDOM*, *God of War*, multiple games in the *LittleBigPlanet* franchise (including *LittleBigPlanet 3*), *The Da Vinci Code*, *Speed Racer*, *Shrek the Third*, *Spore Hero*, and many others. Phillips is also the author of the bestselling book, *A Composer's Guide to Game Music* (The MIT Press 2014), which won the Global Music Award Gold Medal for an exceptional book in the field of music, and was described by The Boston Globe as "the first book designed to help experienced musicians brave the transition to the world of game composing." Phillips has received an Interactive Achievement Award / D.I.C.E. Award from the Academy of Interactive Arts and Sciences, three Hollywood Music in Media Awards, five Game Audio Network Guild Awards, three Global Music Awards, an IGN Best Score Award, a GameSpot Best Music Award, a GameZone Score of the Year Award, a

GameFocus Award, and three Gracie Awards from the Alliance of Women in Media. She has released fifteen albums. Her soundtrack album for the Legend of the Guardians video game was the first video game soundtrack album released by WaterTower Music, the film music record label of Warner Bros. Music Connection Magazine described her as a "superstar of video game music."

## **Users Review**

### **From reader reviews:**

#### **Robert Ford:**

This A Composer's Guide to Game Music (MIT Press) book is not really ordinary book, you have after that it the world is in your hands. The benefit you obtain by reading this book will be information inside this reserve incredible fresh, you will get facts which is getting deeper a person read a lot of information you will get. This A Composer's Guide to Game Music (MIT Press) without we know teach the one who examining it become critical in contemplating and analyzing. Don't end up being worry A Composer's Guide to Game Music (MIT Press) can bring any time you are and not make your handbag space or bookshelves' grow to be full because you can have it within your lovely laptop even phone. This A Composer's Guide to Game Music (MIT Press) having very good arrangement in word in addition to layout, so you will not feel uninterested in reading.

#### **Patricia Henderson:**

Now a day people that Living in the era just where everything reachable by match the internet and the resources inside can be true or not need people to be aware of each facts they get. How individuals to be smart in getting any information nowadays? Of course the answer then is reading a book. Reading a book can help men and women out of this uncertainty Information specifically this A Composer's Guide to Game Music (MIT Press) book as this book offers you rich facts and knowledge. Of course the knowledge in this book hundred pct guarantees there is no doubt in it as you know.

#### **Harry Cofield:**

Reading a guide tends to be new life style within this era globalization. With studying you can get a lot of information that can give you benefit in your life. Having book everyone in this world can easily share their idea. Guides can also inspire a lot of people. A great deal of author can inspire their reader with their story or their experience. Not only the storyplot that share in the ebooks. But also they write about the knowledge about something that you need example of this. How to get the good score toefl, or how to teach your sons or daughters, there are many kinds of book that you can get now. The authors on earth always try to improve their skill in writing, they also doing some research before they write to their book. One of them is this A Composer's Guide to Game Music (MIT Press).

#### **Wesley Mansour:**

Beside this A Composer's Guide to Game Music (MIT Press) in your phone, it can give you a way to get nearer to the new knowledge or data. The information and the knowledge you will got here is fresh from the oven so don't always be worry if you feel like an old people live in narrow commune. It is good thing to have A Composer's Guide to Game Music (MIT Press) because this book offers for your requirements readable

information. Do you often have book but you don't get what it's exactly about. Oh come on, that wil happen if you have this within your hand. The Enjoyable set up here cannot be questionable, just like treasuring beautiful island. So do you still want to miss the idea? Find this book and also read it from now!

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